

Amendments to the Claims:

This following listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claim 1 (currently amended): A system supporting speech recognition comprising:
two or more clients, each client comprising the capability to receive audio speech from a user, store the audio speech in one or more buffers in a raw uncompressed audio format, each buffer comprising a portion of the received audio speech, encode a buffer of the received audio speech before all of the audio speech is received, package the encoded buffer to receive audio speech into one or more packets to be transmitted over the internet before all of the audio speech is received, and transmit a packet of encoded audio speech over the internet before all of the audio speech is received; and
a server, said server comprising the capability to receive packets of encoded audio speech from at least two clients, decode each of the packets of audio speech and store the resultant raw speech into one or more buffers for the respective client, and evaluate the resultant raw speech received from each of the at least two clients.

Claim 2 (currently amended): The system of claim 1, wherein said server further comprises the capability to transmit a response to a client, the response a result of the ~~servers~~ server's evaluation of the resultant raw speech received from the client, and
~~wherein~~ a client ~~[[or]]~~ of said two or more clients further comprises the capability to receive ~~[[a]]~~ the response from said server.

Claim 3 (original): The system of claim 2, wherein the response is a text response, and a client of said two or more clients comprises a screen on which the client displays the text response.

Claim 4 (currently amended): ~~The system of claim 2,~~ A system supporting speech recognition comprising:

two or more clients, each client comprising the capability to receive audio speech from a user, store the audio speech in one or more buffers, each buffer comprising a portion of the received audio speech, encode a buffer of the received audio speech before all of the audio speech is received, package the encoded buffer to receive audio speech into one or more packets to be transmitted over the internet before all of the audio speech is received, and transmit a packet of encoded audio speech over the internet before all of the audio speech is received; and
a server, said server comprising the capability to receive packets of encoded audio speech from at least two clients, decode each of the packets of audio speech and store the resultant raw speech into one or more buffers for the respective client, and evaluate the resultant raw speech received from each of the at least two clients,
wherein said server further comprises the capability to transmit a response to a client, the response a result of the server's evaluation of the resultant raw speech received from the client,
a client of said two or more clients further comprises the capability to receive the response from said server, and
~~wherein~~ the response is in text format, and a client of said two or more clients comprises a text-to-speech engine which converts ~~[[a]]~~ the text format response to audio data, and an audio output device that said client uses to output the audio data to a user.

Claim 5 (original): The system of claim 1, wherein the server further comprises two or more stored text format files, and said server selects a stored text format file to transmit to a client of said two or more clients as a result of the server's evaluation of the resultant raw speech received from the client.

Claim 6 (original): The system of claim 5, wherein the server further comprises the capability to partition a stored text format file into two or more packets for the transmission over the internet, and to transmit each packet over the internet to a client.

Claim 7 (currently amended): ~~The system of claim 6, wherein~~ A system supporting speech recognition comprising:

two or more clients, each client comprising the capability to receive audio speech from a user, store the audio speech in one or more buffers, each buffer comprising a portion of the

received audio speech, encode a buffer of the received audio speech before all of the audio speech is received, package the encoded buffer to receive audio speech into one or more packets to be transmitted over the internet before all of the audio speech is received, and transmit a packet of encoded audio speech over the internet before all of the audio speech is received; and
a server, said server comprising the capability to receive packets of encoded audio speech from at least two clients, decode each of the packets of audio speech and store the resultant raw speech into one or more buffers for the respective client, and evaluate the resultant raw speech received from each of the at least two clients,

wherein the server further comprises two or more stored text format files, and said server selects a stored text format file to transmit to a client of said two or more clients as a result of the server's evaluation of the resultant raw speech received from the client,

the server further comprises the capability to partition a stored text format file into two or more packets for the transmission over the internet, and to transmit each packet over the internet to a client, and

a client further comprises an audio output device, and the capability to receive the packets of text format, convert the packets of text format to audio data and play the audio data to a user.

Claim 8 (original): The system of claim 1 wherein the one or more buffers comprise a linked list of buffers.

Claim 9 (currently amended): A system supporting speech recognition comprising:
two or more clients, each client comprising the capability to receive audio speech from a user, store the audio speech in one or more buffers organized as a linked list in a raw uncompressed audio format, each buffer comprising a portion of the received audio speech, encode a buffer of the received audio speech before all of the audio speech is received, package the encoded buffer to receive audio speech into one or more packets to be transmitted over a network before all of the audio speech is received, and transmit a packet of encoded audio speech over the network before all of the audio speech is received; and

a server, said server comprising the capability to receive packets of encoded audio speech from at least two clients, decode each of the packets of audio speech and store the resultant raw

speech into one or more buffers for the respective client, and evaluate the resultant raw speech received from each of the at least two clients.

Claim 10 (original): The system of claim 9 wherein the encoded audio speech is in a compressed format.

Claim 11 (currently amended): A system supporting speech recognition comprising:
two or more clients, each client comprising the capability to receive audio speech from a user, store the audio speech in a first set of one or more buffers in a raw uncompressed audio format, each buffer comprising a portion of the received audio speech, write the stored audio speech from a first buffer in the first set of buffers to a second buffer in a second set of one or more buffers, encode the stored audio speech in the second buffer before all of the audio speech is received, package the encoded second buffer into one or more packets to be transmitted over the internet before all of the audio speech is received, and transmit a packet of encoded audio speech over the internet before all of the audio speech is received; and
a server, said server comprising the capability to receive packets of encoded audio speech from at least two clients, decode each of the packets of audio speech and store the resultant raw speech into one or more buffers for the respective client, and evaluate the resultant raw speech received from each of the at least two clients.

Claim 12 (currently amended): The system of claim 11, wherein said server further comprises the capability to transmit a response to a client, the response a result of the server's evaluation of the resultant raw speech received from the client, and

~~wherein~~ a client ~~[[or]]~~ of said two or more clients further comprises the capability to receive ~~[[a]]~~ the response from said server.

Claim 13 (original): The system of claim 12, wherein the response is a text response, and a client of said two or more clients comprises a screen on which the client displays the text response.

Claim 14 (original): The system of claim 12, wherein the response is in text format, and a client of said two or more clients comprises a text-to-speech engine which converts a text format response to audio data, and an audio output device that said client uses to output the audio data to a user.

Claim 15 (original): The system of claim 11, wherein the server further comprises two or more stored text format files, and said server selects a stored text format file to transmit to a client of said two or more clients as a result of the server's evaluation of the resultant raw speech received from the client.

Claim 16 (original): The system of claim 15, wherein the server further comprises the capability to partition a stored text format file into two or more packets for the transmission over the internet, and to transmit each packet over the internet to a client.

Claim 17 (original): The system of claim 16, wherein a client further comprises an audio output device, and the capability to receive the packets of text format, convert the packets of text format to audio data and play the audio data to a user.

Claim 18 (original): The system of claim 11 wherein the first set of one or more buffers comprises a linked list of buffers.

Claim 19 (original): The system of claim 11 wherein the second set of one or more buffers comprises a linked list of buffers.

Claim 20 (original): The system of claim 11 wherein the second set of one or more buffers comprises a predefined number of buffers.

Claim 21 (original): The system of claim 11 wherein the encoded audio speech is in a compressed format.